

Unsafe Haven

A Reclamation adventure set in the haven of Serenity by John du Bois

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Adventure Background

It has been said that the devil's greatest deception was convincing humanity that he did not exist. If true, the devil's second greatest deception was convincing humanity that they are doing God's work when, in fact, their actions serve the forces of evil. This is the deception of the Black Dream within the haven of Serenity. Those who violently fall to the Dream are easily identified and killed by the citizens, but the Dream's more subtle influences – corrupting the city from within – are more difficult to detect. This is the threat facing Serenity today.

Imogen, Paragon matron of House Tybalt, is well known for favoring aggressive missions to reclaim areas outside of Serenity, and using these missions to test the loyalty of the city's "Marked" champions. Her success with these missions has allowed her to seat many of her own House-members in positions of authority within the militia. Imogen's House has proven itself efficient at identifying disloyal champions and obtaining needed city supplies.

Unfortunately, Imogen's use of Paragon abilities to influence city politics has caused her to fall to the Black Dream. Where these influences first led Imogen to send her squads on risky missions, the Black Dream has coerced her to now send these squads on complete suicide missions. She now uses her control over the mortis-horde to set up deadly ambushes for these heroes in the wilderness. If her deception is not exposed, Serenity will have the rest of its "Marked" heroes led away like lambs to the slaughter – the city will be defenseless.

Adventure Summary

Introduction: The Protagonists meet Imogen at the city barracks to receive their Loyalty Test – looting the former CDC settlement of Ifia for food and supplies. This Introduction gives the players an opportunity to learn a little about Serenity and their allies, and is also an opportunity for them to review their own reasons (both public and hidden) for participating in this mission.

Event 1: The map provided by Imogen leads the Protagonists deep into a forest, where they are

repeatedly attacked by the mortis-horde. The sooner the Protagonists are able to determine that the map is inaccurate, the fewer enemies they need to face.

Event 2: Arriving at the CDC compound, the Protagonists discover that Imogen's diagram of the facility is more accurate than her map of the surrounding area. The party can choose to either stealthily investigate the facility or go in guns blazing. Either way, the Protagonists are able to find the food and medicine here, as well as opportunities to accomplish individual missions. They may also find evidence that Imogen deliberately led them into a trap.

Event 3: The group arrives back at Serenity to find the city under assault by the mortis-horde. While the city's defenses are holding, it appears that they will not do so for long, as many of the haven's defenders are performing Imogen's Loyalty Tests. The Protagonists need to make a choice to battle the mortis-horde, report their success back to Imogen, or confront Imogen about her treason to the city.

Event 4: The group reports to the city council to confront Imogen and the other city leaders. They must convince the council that Imogen has been lost to The Black Dream and must be rooted out of Serenity. Imogen will try to turn the council on the group. The victorious accuser will win favor with the council; the loser(s) will be exiled or destroyed.

Future Opportunities: The Protagonists' choices in Event 3 & 4 can lead to a variety of consequences affecting Serenity as a whole and the Protagonists' status within the city, setting up future adventuring opportunities.

Introduction

Read or paraphrase the following text:

The haven of Serenity is an excellent place to survive for those Marked by the Nuclear Cataclysm. Unlike other no-tolerance havens in the region, Serenity allows the "Marked" to live in the city as long as they pledge to defend it against the mortis-horde in times of conflict. These champions must pass a Loyalty Test in service to the city under the observation of the haven's militia, commanded by Imogen of House Tybalt.

"Marked" travelers who make it to the city and wish to stay there are forced to serve in the militia. They must report to the barracks for assignment within two hours of their arrival. This provides a short opportunity to explore the city, but not quite enough to get a complete lay of the land.

Protagonists who wish to explore the city may, in addition to learning basic information about the haven, use their skills (in particular, *Charm, Diplomacy, Investigate, and/or Urban Guile*) to gain some intelligence relevant to this adventure. Depending on how the protagonists wish to go about gathering information, STs should range from 10 to 20.

The following information may be acquired:

- For a haven that allows Marked to live openly in the city, there are suspiciously few Marked heroes here. The Host and Pariahs seem remarkably rare, and the only heroes who openly identify themselves as "Marked" champions are Paragons.
- There are significant radiation signatures near the barracks and the council hall (Radiology may also be helpful here).
- Citizens of Serenity are friendlier to the Marked than other people you've encountered in the past. If asked about the small number of Marked in town, they note that fewer and fewer champions survive the

Loyalty Tests, with the last couple groups being total losses. Either the area surrounding Serenity has become more dangerous, or the Loyalty Tests are more demanding than in the past.

- There is little food for sale in town. If more food is not found or grown soon, riots are likely to begin. The militia is strong, but not strong enough to control crowds in a riot situation.

After about two hours, the Protagonists must meet at the barracks to receive their Loyalty Test. They are met at the barracks by a tall, imposing woman who speaks with a tone indicating authority and experience:

"I am Imogen of House Tybalt, council member in charge of city defense. This includes operation of the militia and determining the loyalty of those Marked by the Fallout. To this end, we are asking that all Marked who wish to live here subject themselves to a trial to demonstrate their loyalty to Serenity. I have taken the initiative in designating such assignments.

You may have noticed that food is scarce in Serenity. We have farmers trying to determine what will grow in the outskirts of our humble haven, but in the meantime, we need your help to salvage what we can from abandoned settlements. We have received intelligence of one such settlement, a former CDC outpost known as Ifia. This outpost possesses food, medicine, and other supplies of vital importance. It is therefore critical that you collect as many of these supplies as possible in order to keep Serenity stable while we continue to establish an agricultural system. I have for you a map that will lead you to Ifia as well as a map of Ifia itself. Unfortunately, we are unable to provide any other supplies at this time. We need you to leave immediately, but before you go, do you have any questions?"

Imogen doesn't have any specific information related to the supplies or what the party may encounter at Ifia, nor does she know

anything about Ifia's history prior to the Cataclysm. She denies knowing anything about dangers of the Dystopia nearby, but a Protagonist may attempt at PER (Empathy) competition check against Imogen's MAN (Deceive). If successful, the protagonist realizes that Imogen is hiding something important.

Any Protagonist who attempts and passes a PER (Radiology) check ST: 20 will become acutely aware that Imogen has a stronger radiation signature than any of the party – either she is an exceptionally talented Paragon, she has fallen into the Black Dream, or both. Any Protagonist who questions Imogen about her radiation signature is greeted with a smile and a reassurance that of course she has a strong radiation signature – only the strongest Paragons would be able to maintain order in the chaos of the Dystopia. Again, a competition PER (Empathy) check against Imogen's MAN (Deceive) reveals that Imogen is hiding something, but that it would be unwise to press the matter further at this time.

Items Acquired

Imogen's maps (her map of Ifia is provided in Appendix 1) are hand-drawn in ink on machine-produced paper predating the Cataclysm. If asked, Imogen admits that the maps are about five years old. Protagonists that attempt and pass an INT (Terrain Mastery) ST: 20 check discover that the maps were drawn in haste by an inexperienced cartographer. Also, if successful, the Protagonists receive a +2 bonus to any future talent checks when using Imogen's map.

Ending the Event

Once the Protagonists are ready to leave Serenity and venture out into the Dystopia, proceed to Event 1.

Event 1: Into the Dystopia

The journey from Serenity to Ifia takes three hours – if the Protagonists follow the most direct path. Read the following text as the Protagonists leave Serenity:

The years have been unkind to the landscape surrounding Serenity. You walk just a few hundred feet beyond the city walls and already you are faced by a towering structure of blackened trunks – dead or merely twisted, you cannot tell – forming a virtual maze between you and Ifia as far as the eye can see. The groans of the mortis-horde echo from within the corrupted wood. The better you are able to interpret and follow Imogen’s map, the less resistance you’ll face – and the more of your strength you’ll have available when you face whatever horrors await you in Ifia.

In the forest, the trees are tightly packed, forming winding passages five yards wide, with no straight path lasting more than 15 yards without turning. At the end of each hour spent in the forest, the Protagonists must face an encounter:

End of Hour	Enemies Faced
1	3 dregs
2	1 dreg for every protagonist
3	2 mortis ragers
4	1 rager for every protagonist
5	2 fiends
6	1 small abomination for every protagonist
7	1 abomination

In the *Reclamation Roleplaying Game*, refer to pg. 259 for dreg, rager, and fiend stats and pg. 260 for abomination stats.

After each encounter, the party must attempt to re-orient themselves within the forest. One Protagonist should take the lead in finding the path through the forest. If he or she does not use Imogen’s map, he or she must attempt a SPI

(*Intuition*) or PER (*Terrain Mastery*) check; failure adds one hour to the journey. If the Protagonist uses Imogen’s map, he or she must attempt an INT or PER (*Terrain Mastery*) check. If the result is 9 or lower, the Protagonist fails to read the map, adding one hour to the journey. If the result is between 10 and 20, the Protagonist reads the (incorrect) map accurately, which adds a half hour to the journey. If the result is over 20, the Protagonist identifies errors in the map, and no time is added to the journey.

After three hours traveling in the forest, the Protagonists find the remains of two humans, one of whom is wearing the uniform of the Serenity militia. Both were torn asunder by dregs. They have equipment detailed in the “Items Acquired” section below.

Items Acquired

The two slain humans each have a hunting knife (a light piercing weapon), a Glock 22 with one clip of ammunition, and one suit of light battle-ready torso armor (pages 101, 103 and 108 of the *Reclamation Roleplaying Game*, respectively). The militia member also carries three notable pieces of paper. One is a mission roster listing the militia member – a Paragon – and five Marked individuals participating in their Loyalty Test. Andrew (or another Protagonist who is in the Serenity militia) recognizes the name of the militia member leading the mission; he went missing five weeks ago, but Andrew was not aware that he was helping with Loyalty Tests.

The other two pieces of paper are copies of the maps to and of Ifia that were given to the Protagonists by Imogen; a successful INT (Expression / Investigate / Language / Terrain Mastery) check ST: 20 confirms that these maps are roughly identical and were drawn by the same hand.

Ending the Event

After three hours of travel (plus any additional time spent due to failed checks), the party emerges from the forest maze in the middle of Ifia. Proceed to Event 2.

Event 2: Seek and Find

Once the Protagonists emerge from the forest maze, they find themselves unexpectedly in the middle of Ifia:

After hours of travel, you finally make your way out of the corrupted forest. According to the map, you should have emerged a few hundred feet from Ifia, but instead the forest has crept into the heart of the complex. The trees grow and twist into the smaller trailers that once served as shelter for its occupants. Whether these inhabitants fled or fell into the Black Dream, you do not know, but it would be wise to find what supplies you can before you come across Ifia's more dangerous surprises...

While Imogen's map of the space between Serenity and Ifia has proven less than reliable, her map of Ifia itself seems more accurate – apart, of course, from all the trees. A Protagonist who references the map and passes a PER (Terrain Mastery) check ST: 15 is able to confirm that, at the very least, the trailers are in the same locations suggested by the map.

Although there are no threats to the party outside the trailers, the sounds of the mortis-horde in the forest behind them grow louder as the party begins to explore Ifia, then fade after the party explores a couple trailers. By the time the party has finished exploring Ifia, the forest has fallen silent (because the mortis-horde has moved in force to Serenity, which the party will discover in Event 3).

Exploring the Trailers

Exploring each trailer takes about five minutes (apart from the additional time taken to investigate or read what was found. Until the party explores the Barracks, each time a trailer is explored, the Fate Dealer secretly flips over a card. If a face card is shown, the soldiers in the Barracks hear the party's explorations and investigate.

When the soldiers investigate the party's actions, they take up a flanking position outside the trailer door and loudly declare themselves to be CDC soldiers and demand that those in the trailer surrender themselves for questioning. As long as nobody attacks the soldiers, they do not attack the party. See "4: Barracks" below for details on the encounter.

As the party explores Ifia, refer to the map to describe each trailer:

1: Temple. This trailer is decorated with pre-Cataclysm Christian religious artifacts, likely gathered from the entire area of Ifia and placed in one location to serve as a site of worship for Ifia's refugees. The temple is occupied by a mortis fiend (page 259 of the *Reclamation Roleplaying Game*) wearing a black shirt and pants with a blood-stained white collar. He carries a satchel, inside which is a text entitled "Eye of Horus". A Protagonist trained in Language who studies the book for five minutes learns that the text refers to a number of sacred icons in the Egyptian faith. A Protagonist who studies the text for an additional five minutes and succeeds at an INT (Language) ST: 24 check understands the subtext of the book – it refers to a sacred entity called a "phage" that possesses unusual magical properties. This text, and the notes its previous owner has written in the margins, would likely be of great value to the Magi.

2: Pantry. This locked trailer is filled from top to bottom with shelves containing canned goods. Some of the cans have fallen off the shelves and have opened, but most of the canned foods are still sealed.

3: Cannery. This trailer is full of empty jars and lids. There are some unusual tools and machinery in it. A successful INT (History) Check ST: 20 allows a protagonist to identify the equipment as belonging to a now-dead secret society who, among other less useful feats, were able to create excellent glass jars capable of keeping food and other perishables preserved for years, if not decades – a lost art that would be very useful to the people of Serenity.

4: Barracks. Four CDC soldiers – the last four people in Ifia who have not fled or fallen into the Black Dream – are stationed here. Their orders are to patrol the settlement every hour and kill any mortis-horde or trespassers they find, but that was when they were a squadron of ten. About three weeks ago, a member of their squadron fell to The Black Dream and killed five of his former allies before he himself was slain. The remaining four soldiers have disposed of their firearms. They are now armed only with knives, and they only leave the barracks when they hear disturbances outside or when they need to get food from the pantry, which they do every morning. They lock the barracks at all times, whether they are in the trailer or out.

If the Protagonists make any noise trying to get into the trailer, the soldiers are on their guard, loudly declare themselves to be CDC soldiers, and demand that anyone outside identify themselves. If the party identifies themselves, the soldiers ask the party who they are, where they came from, and why they are in Ifia. As long as the Protagonists don't attack the soldiers, the soldiers act peaceably toward the party. If the Protagonists are truthful about their mission, the soldiers offer to escort the party back to Serenity when they're finished. The soldiers are more than willing to abandon Ifia – there's nobody left here to protect.

If Irene (or another Pariah) is with the group when they interact with the CDC, one of the soldiers states that she needs further questioning. This soldier will try to take the Pariah inside the trailer, but he will agree to anything that takes the Pariah out of sight of the other soldiers. Once inside or out of earshot, the soldier confesses that he, too, bears the "Mark of Transformation," and he would like to build a community of Pariahs in or near Serenity. He gives the Protagonist a small, portable radio and gives the player the frequency to which he can be reached.

If the Protagonists decide to fight the soldiers, use the statistics provided for Militia Guard on page 261 of the *Reclamation Roleplaying Game*. The soldiers, if attacked, believe that the Protagonists are there to wipe them out and fight to the death.

5: Storage. This trailer contains shelving units in poor repair, which hold the personal effects of any victims of the mortis-horde found by the CDC soldiers. This consists mostly of clothing and basic survival supplies, but one shelf contains a bound leather writing journal. If Katrina is with the group inspecting the storage trailer, she recognizes the journal as one belonging to a former travelling companion who she parted ways with about five months ago. If asked, the CDC soldiers recall that the journal was found on a dead man in the Dystopian forest about two months ago. The contents of the journal are detailed in Appendix 2.

6: Armory. This locked trailer contains what remains of the CDC's armaments. The walls of the trailer are clearly designed to be gun racks, but no firearms rest on them. Empty ammunition boxes litter the floor. Cabinets under the gun racks still contain hunting knives, swords, and other hand-to-hand weapons; about half the spaces to hold these implements are currently empty.

7: "Radio Shack". The words "Radio Shack" are spray-painted in blue on the side of this locked windowless trailer. The trailer is empty except for a small metal desk. Under the desk is a hand-crank electrical generator. A handheld amateur radio set and a large computer are atop the desk and plugged into the generator. The computer is bolted to the desk, and the bolts have been welded to the desk.

The radio set is charged. If it is turned on, an analog display lights up indicating that it is tuned to 145.050 MHz; every ten minutes, a synthesized voice says "Skywarn." No message broadcast over the radio receives a response, and nothing the Protagonists do changes the timing or content of the synthesized voice's broadcast. The Protagonists can change the radio's frequency, but nothing is broadcasting on any other frequency at this time.

The computer is not charged. A successful INT (Engineering) check ST: 20 allows a Protagonist to activate the generator and turn on the computer. There is only one file on the

computer, a document entitled “Serenity.” The document, transcribed in Appendix 3, provides details about the defenses of Serenity. While the computer’s attachment to the desk is relatively permanent, Wilma (or another Host Protagonist) can use the Psychic Download to extract the file from the computer and delete the computer’s copy if he/she so desires.

8: Holding Cell. The area labeled “????” on the map is where the CDC soldiers would hold Ifians who were suspected of crimes or of falling into the Black Dream. The three barred cells each hold a dead civilian and a dreg. The dregs are severely weakened and unable to put up much of a fight, and have no defense if the Protagonists decide they want to attack through the cell bars. One of the dregs has a copy of Imogen’s map of Ifia; the location of the barracks is circled on the map. If asked, the CDC soldiers report that the dregs were captured attacking the barracks about a month ago, and the soldiers imprisoned them to study the dregs’ behavior. They abandoned these efforts when their numbers were reduced three weeks ago.

Items Acquired

The Protagonists can find the following items in this event. Note that they do not find anything with which to carry these items; they must work out their own way to carry these supplies back to Serenity or decide which supplies to leave.

- Beans, canned, 500 cans (Trailer 2 – Pantry)
- Boots, 20, mismatched (Trailer 5 – Storage)
- Boxes, empty, labeled as ammunition, 10 (Trailer 6 – Armory)
- Brass Knuckles, 15 (Trailer 6 – Armory)
- Chicken, canned, 200 cans (Trailer 2 – Pantry)
- “Eye of Horus” text (Trailer 1 – Temple)
- Glass blowing equipment and manual (Trailer 3 – Cannery)
- Generator, crank-operated (Trailer 7 – “Radio Shack”)
- Jars, glass, 200, with lids (Trailer 3 – Cannery)
- Journal, leather-bound (Trailer 5 – Storage)
- Keys, metal, 40 (Trailer 5 – Storage)
- Knives, hunting, 20 (Trailer 5 – Storage)
- Map of Ifia, barracks circled (Trailer 8 – Holding Cell)
- Pants, 30 (Trailer 5 – Storage)
- Peaches, canned, 100 cans (Trailer 2 – Pantry)
- Radio, amateur, handheld (Trailer 7 – “Radio Shack”)
- Salmon, canned, 50 cans (Trailer 2 – Pantry)
- Shirts, 20 (Trailer 5 – Storage)
- Skirts, 5 (Trailer 5 – Storage)
- Swords (various – all medium slashing weapons), 10 (Trailer 5 – Storage)

Ending the Event

At the end of this Event, the Protagonists may have serious questions about what they have found. The existence of multiple maps, one of which has the soldiers’ barracks circled, may call into question exactly what Imogen is up to. The soldiers themselves may raise questions – should the Protagonists bring the CDC to Serenity’s gates, or should they leave them to almost certain death at the hands of the mortis-horde? Who is doing an investigation into Serenity’s defenses, and to what purpose?

After considering these questions (or not), the Protagonists – and maybe the soldiers – are ready to head back to Serenity with any supplies they are able to take with them.

Event 3: Insanity

As the Protagonists make their way back to Serenity through the forest, they may be keeping an eye out for the mortis-horde. However, with the mortis-horde besieging Serenity, they are not challenged on their way back.

Re-entering the forest maze, you are met with silence. The howls of the horde have stopped, leaving you to wonder what happened to the mortis-creatures you saw so frequently just hours earlier. Once you leave the forest, however, your worst fears are realized. Hundreds of mortis-creatures swarm the walls of Serenity, seemingly trying to make their way into the city by sheer numbers. About a dozen militia members and Marked heroes strike back at the monsters from atop the walls, but they are sorely outnumbered and will be exhausted long before the horde. It is clear that Serenity needs your help, but would you be of more assistance fighting from outside, sneaking your way in and fighting from the walls, or finding what is calling the horde toward the city?

As the mortis-horde attacks Serenity, the Protagonists can make some quick observations of the situation using their talents:

- A passed PER (Radiology) check ST: 24 reveals that the radiation signature of the mortis-horde attacking the city seems to match the signature of the barracks and the council within Serenity. If a 30+ is scored, the protagonist realizes that he or she “felt” the same signature in the presence of Imogen. This check can only be made if someone examined the radiation signatures of Serenity back in Event 1.
- A Protagonist who saw the computer document describing Serenity’s defenses in Event 2 and passes an INT (Urban Guile) ST: 15 check (or a Host who’s downloaded the document, who needs no check) knows of a weak point in the sea defenses of Serenity through which the Protagonists can get into the city and help defend from the walls.

- A successful PER (Alertness / Intuition) check ST: 15 check reveals that the walls will, for certain, fall if the horde is not defeated or the wall is not reinforced in some way, but that the horde is not operating independently – some outside force is directing their actions.
- If the players have other ideas for what skills to use to reconnoiter, assign a Success Threshold based on what seems reasonable.

The Protagonists have three paths through which they can fight to defend Serenity: fighting the mortis-horde head-on outside the city, making their way into the city and defending from the walls, or trying to get to the source of the mortis-horde threat. If the CDC soldiers are with the Protagonists, they will fight alongside the Protagonists, going with whatever plan the Protagonists select.

Plan A: Fight the Mortis-Horde Head-On

Fighting the mortis-horde head-on places the Protagonists on one side of an open-field combat taking place in the five hundred feet between the forest and the city walls of Serenity. The mortis-horde cannot be drawn away from the city walls, but will engage any Protagonists who get between the horde and the walls.

The monsters nearest the Protagonists include eight mortis dregs, four mortis ragers, and two mortis fiends (found on page 259 of the *Reclamation Roleplaying Game*). Defeating these monsters weakens the mortis-horde enough such that the city’s defenders can defeat the remainder.

The archon directs the mortis-horde. Once the Protagonists engage, it directs the fiends to assault anyone who has shown the ability to affect multiple monsters at once, and joins in the attack. The dregs are directed to keep the Protagonists away from the archon.

If the CDC soldiers are present, they engage the fiends unless directed otherwise.

Plan B: Defend From the Walls!

Defending Serenity from the walls requires the Protagonists to first find a way into the city. The gate guards are not letting anyone in under any circumstances, and the sea gates are the weakest point of forced entry.

Before anyone can try to enter the gates, the Protagonists must get past the mortis-horde without drawing notice. This requires each Protagonist (and soldier, if they are present) to make a DEX (Stealth) check ST: 12. One rager notices and attacks the group for each failed check; add a fiend for every three failed checks (round down).

After fighting past any mortis-horde creatures that notice them, the Protagonists must get in through the gates. At the start of each round at the gates, the group draws the attention of two dregs. Getting in requires a successful SPE (Engineering/Sleight of Hand) checks ST: 15 from each Protagonist and soldier

Once atop the wall, the Protagonists see the end results of a war of attrition. Much of the mortis-horde has been slain – only two mortis ragers and two mortis fiends remain at the base of the wall (page 259 of the *Reclamation Roleplaying Game*) – but all Serenity’s defenders have been slain. The Protagonists must finish off the remaining mortis-horde creatures on their own – and after the first round of combat, the horde’s champion, a monstrous mortis abomination (page 260 of the *Reclamation Roleplaying Game*), arrives and must also be dealt with.

Plan C: Cutting Off the Head

To get to the source of the mortis-horde attack, the Protagonists need to get into Serenity, which can be done by sneaking past the mortis-horde and unlocking or climbing over the sea gates as described in Plan B. Once this is done, the Protagonists have an easy time following the strong radiation signature from Imogen as she calls the mortis-horde toward the city she helped to build and is now trying to destroy. Imogen is focused on her task and does not notice the

Protagonists until they call out to her or attack her.

Imogen is a mortis archon (page 260 of the *Reclamation Roleplaying Game*) with the Tenacity and Perseverance Paragon gifts from page 130 of the *Reclamation Roleplaying Game* (she may use 50 Radiation points’ worth of Gifts). She is backed up by two Militia Guard (page 261 of the *Reclamation Roleplaying Game*), who are not lost to the Dream but instead following orders from their direct superior. Once she notices the Protagonists, she lashes out with all her strength, trying to disable or slay as many of the Protagonists as she can. She knows that she has been caught and that her only chance to stay in power is to get rid of all the witnesses.

If the Protagonists successfully defeat Imogen and wish to kill her, she vanishes as the killing blow is struck. A successful PER (Radiology) check ST: 20 reveals that this is an effect related to her Gifts from the Fallout. Imogen’s Gift allows her to retreat to the council chambers if her life is threatened (although the Protagonists do not learn this until Event 4).

Once Imogen is defeated, the rest of the mortis-horde loses their interest in Serenity and return to the forest. About half the defenders on the wall are slain, but the rest remain to save the city another day.

Items Found

If Imogen is defeated, her journal can be found. It illuminates her fall into the Black Dream, detailing how she slowly came to believe that the non-Paragons in the city made it “impure” and that cleansing the city of all non-Paragons – including most of the Protagonists in the group, many of the city’s Marked, and almost all the city’s civilians – would make the city stronger in the long term. This journal is transcribed in part in Appendix 4.

Ending the Event

If the Protagonists wish to confront Imogen about her role in the assault on Serenity, Event 4 covers possible options. Event 4 also covers options in the event that Imogen is captured alive by Protagonists who used Plan C, the Protagonists tried to slay Imogen but were stymied by her disappearance, or if the Protagonists are captured but not slain outright.

Event 4: Confrontation

The defeat of the mortis-horde is a grand victory for the haven of Serenity, and the ruling council gathers for debriefing – unaware that one of their own is responsible for the threat. Whether the Protagonists seek to confront Imogen herself or report her actions to the council, they find both her and the council in the council chambers.

You are led into the council chambers by their guards. The five members in attendance, including Imogen, await your report on the mortis-horde attack on Serenity.

The Protagonists need to make their case, with Imogen present, that she is responsible for the attacks on Serenity. Attacking Imogen directly is unwise; the council is guarded by twenty heavily-armed militia members, and the council members themselves are armed (most notably, Imogen herself is a mortis archon as described in Event 3 Plan C).

It requires at least a two-thirds majority vote from the council to indict a fellow council member of a crime of this nature. Obviously, it is not possible to get Imogen to vote against herself. As a result, the Protagonists must convince all four other council members of Imogen's guilt.

For each piece of evidence the Protagonists bring against Imogen, have one Protagonist explain why that factor is damning. Imogen argues against the Protagonists in her own defense, so each piece of evidence presented uses its own single competition check to see if it persuades a council member. Based on what the

argument is based on and how irrefutable (versus circumstantial) the argument is, assign the argument a talent and a circumstance bonus (between -5 and +5; you can also decide that a given argument is futile). All checks use MAN as their trait, and the talent assigned to the check should be appropriate to the type of evidence (unless the Protagonist just lies, in which case they would use Deceive). Imogen's checks are always MAN (*Deceive*) checks, and if the Protagonists attempted to kill her, she receives a +2 bonus to all checks, as she began building her case against the Protagonists before they even arrived in the council chambers. For each check at which a Protagonist succeeds, one council member is convinced that Imogen is guilty. The Protagonists may continue presenting evidence until they cannot think of anything else to present; they may only fabricate evidence once.

If the Protagonists are able to convince all four council members that Imogen is guilty, they vote to expel her from the council and arrest her for treason. Imogen knows that she cannot defeat the guards and the Protagonists and surrenders willingly, hoping to find an opening to escape at a later date. The Protagonists are thanked for their assistance and for identifying this threat from within the haven.

If the Protagonists are able to convince three council members of Imogen's guilt, they have failed to get enough votes to get Imogen arrested. Imogen tries to accuse the Protagonists of fabricating charges against her, but they have convinced enough council members of their story that she is unable to do so. Imogen remains on the council as a threat, and the Protagonists remain a force to oppose her.

If the Protagonists are able to convince only one or two council members of Imogen's guilt, Imogen again gets away with it, but is also able to convince the council to take action against the Protagonists. The council votes to exile the Protagonists from Serenity for their false charges against a council member. Imogen tries to convince the council to arrest the Protagonists for treason, but is not able to get enough support.

If the Protagonists fail to convince any council members of Imogen's guilt, she is able to

turn the tables against them. She convinces the council that the Protagonists themselves have fallen into the Black Dream, and the Protagonists are arrested for treason. Their possible escape from prison and exoneration (or flight) is a matter for future adventures.

Concluding the Adventure

Even if the Protagonists are successful at defeating the mortis-horde, the results of Events 3 and 4 provide guidance for challenges facing the city of Serenity beyond the end of this adventure and possible paths for the Protagonists both within and without Serenity:

- Fighting the mortis-horde, but not engaging Imogen, leaves the city safe from attack from outside forces, but Imogen herself remains a political force and a persisting agent of the forces of darkness within Serenity.
- If the Protagonists were able to get Imogen removed from power – whether by killing her or by confronting her after the mortis-horde threat was over, there is now a power vacuum within Serenity. Will Imogen’s replacement serve Serenity better, or will he or she fall to the same temptations?
- The Protagonists themselves may have been exiled (or imprisoned) if they fail to get Imogen arrested for her crimes. If so, they need to choose whether to work as outlaws near Serenity to gain redemption or leave the haven permanently for more welcome ground. Either way, the haven may become

an antagonist, rather than a refuge, for the characters.

- Unless the Protagonists attacked the mortis-horde head-on, the ranks of the city defenders have been greatly weakened, leaving the city somewhat vulnerable to future attacks.
- The Protagonists may have led a small group of CDC soldiers to the haven of Serenity. They may have been looking for any refuge when they were found, but now that they’re safe, their presence is a potential risk to the haven’s independence.
- Ifia, no longer a CDC outpost, may serve well as an outpost for Serenity or even an independent operating base for the Protagonists – if it can be fortified.
- The Protagonists have found technology that may allow for mass communication for the first time since the Cataclysm. However, someone with access to that same technology was gathering intelligence on Serenity’s defenses. Will using this technology be helpful or harmful to the haven?
- A Protagonist may have learned that there is a building Pariah community. Is this community a potential safe haven for Pariahs, or a growing threat to everyone else?

These seeds, as well as other consequences forming from your players’ actions, can serve as the starting point for an ongoing campaign with the pregenerated characters – or a starting point for a new campaign with characters of your group’s own making. Enjoy!

Appendix 1: Imogen's Map of Ifia



Appendix 2: Journal Found by the CDC

Serenity, Day 1: Entered the haven to find a virtual military fortress. Good. Glad I'm finally somewhere well-defended. Hopefully, this will put an end to my travels.

Serenity, Day 2: Began to seek work. It appears that the only place here looking for new work is the militia. Either that, or serving in the militia is some kind of initiation; the citizens here were helpful, but not overly so.

Serenity, Day 3: Met today with the council member in charge of the militia, Imogen. She was a bit of a cold fish; I'm glad she won't be working directly with us. She put one of the militia in charge of some kind of "loyalty test," a supply mission out into the Dystopia to prove that we're willing to play nice with Serenity. Also, met Imogen's son, Andrew, in the barracks. As Katrina would have said, I'd love to "play nice" with him sometime, but who wouldn't with a Paragon these days?

Serenity, Day 4: Trying to arm up in Serenity before we head out into the Dystopia. I thought I was pretty resourceful, but I didn't expect to be better armed than an entire haven. Does anybody even come back from these supply mission "loyalty tests?"

Dystopia, Day 1: Met the rest of my team just before traveling out into the Dystopia. Two Pariahs, a Paragon militia captain (sadly, not Andrew, but also a good target for "playing nice"), a Magi, and me. None of the others seem to have as much experience in the Dystopia as I do; hopefully, they'll be able to keep up.

Dystopia, Day 2: Who in Megiddo wrote this damned map? I *know* we're following it perfectly, but it just leads in circles. Is Imogen's cartographer a dreg? Lost a member today – the Magi couldn't cut it against a pair of ex-wolves. I told him not to forage, but he said my hard tack would upset his stomach. I'm not great with biology, but I'm guessing the hard tack wouldn't have literally torn it open.

Dystopia, Day 3: Okay, so this map isn't just poorly drawn – it's deliberately deceptive. Very well done, too – each path that seems to lead to Ifia instead leads to a densely grown dead end full of abominations. I'm going to need to rely on my own instinct to get to Ifia – or back to Serenity. The only question that remains: Are the militia and council fools, or do they have a traitor?

Dystopia, Day 4: Morale is low. I'm concerned that the Dream may be coming for the Pariahs soon – they insisted on foraging, and they've suddenly gotten *really good at it*. I think that if we don't get out of here today, tomorrow is going to feature the Lone Wolf again going it alone; I can't survive if I'm taking care of three others, two of which might turn on me. Hopefully the militia captain doesn't try to court martial me or something absurd.

Dystopia, Day 5: Left a little early today. The captain was killed overnight; claw marks are consistent with abominations, but I also haven't seen everything these Pariahs can do. I'm fairly certain I'm making progress toward Ifia, but going solo makes me a more tempting target for the mortis horde. Something is following me, and I'm not sure how well my false tracks have been.

The remainder of the journal is blank...

Appendix 3: “Serenity” Computer File

Notable information on the haven known as Serenity:

Population: Unknown, at least five hundred, unlikely as high as one thousand.

Ruling body: Reports conflict. Outside information is that the city is ruled by a total ruler named Stryker, but reports from inside indicate a council. One member – a woman named Imogen, likely a Paragon – has significant influence over the militia, and likely the council as a whole.

Marked Population: Survivors and Paragons are easily accepted within Serenity. Other Marked are subjected to Loyalty Tests, overseen by militia. Excellent way to ferret out the disloyal, but also an excellent way to reduce city defenders. Whoever devised this system is close to the Dream – this level of paranoia indicates a trend toward darkness on the Soul Path. Loyalty Test provides excellent opportunity for infiltration – passing a test seems to grant full citizenship.

Physical Defenses: Serenity is defended well by walls on three sides. Walls patrolled by militia and Marked who have passed Loyalty Test – not many. Water path is easiest point of entry. Requires climbing or engineering to bypass locks on gates, but patrols are not common. Likely a poor entry for dregs/ragers, but excellent for those retaining their senses.

Recommendations: Infiltrate, observe, report. Agents placed within militia and near sea gate are most helpful, as well as any who can gain political power to see whether Stryker or the Houses rule. Boots on the ground may also be useful, but are not needed.

Appendix 4: Imogen's Journal

Imogen's journal contains many notes about politics within Serenity, but one page in specific seems to be significantly read and annotated:

Stryker asked for help today. As I suspected, the Marked vermin in our haven threaten our safety, security, and lives. He assures me that the Paragons he has met remain loyal, but he has asked me to ferret out those who are disloyal. He wants a plan tomorrow.

My plan is to use the militia to test the loyalty of all new Marked to the town. One loyal Paragon militia captain will lead squadrons of five into the Dystopia to gather supplies. This will address our need to build stores and effectively test the loyalty of those who may betray us.

This plan is not good enough. Over the first two weeks of test, it has become clear that the Marked are not to be trusted. I have spoken with Stryker, and he agrees. The plan is now being modified. The militia who have failed me in defending the city will be promoted to captain. They will lead Marked into the Dystopia, and, following maps that I have crafted, will be led into areas of the labyrinth known to be filled with abominations. The mortis horde will do the killing for us, and we will be pure and stronger as a result.

This plan is still not good enough. No more failed militia remain, but we are still made weak by the impure and the unskilled. As a result, all Marked – including Survivors – are going to be sent into the Dystopia. With the mortis horde killing our foes, our purity will be ensured. Once the Paragons outnumber the others, we can destroy the impure on the council, overtake Stryker, and make this a true haven for the deserving. This plan will be put into place starting tomorrow with Andrew – he has become too sympathetic toward the impure.